

AMENDMENTS TO THE CLAIMS

Please amend the claims as indicated below.

1-14. (Cancelled)

15. (Currently amended) A method of playing a card game, the method comprising the steps of:

biasing a deck of cards so each hand dealt to each player in the said game is close in rank to the hands dealt to other players; and

dealing the each hand to the each player creating a competitive game; and
thereafter playing the said game according to conventional rules of said game.

16. (Original) The method of claim 15, wherein the each player is assigned a different hand ranking.

17. (Original) The method of claim 15, wherein a winning hand is determined by the highest ranking hand.

18. (Original) The method of claim 15, further comprising the steps of:

- (a) dealing the cards to the players face down;
- (b) displaying a card for the each of the players, the each of the players choosing to either bet or fold the hand;
- (c) displaying another card for the each of the players, the each of the players choosing to either bet or fold the hand;
- (d) repeating step (c) for each additional player in the game; and
- (e) determining the highest ranking hand using all the displayed cards of the players who have not folded.

19. (Original) The method of claim 15, further comprising the step of providing a video display in which to display each hand of the players.

20. (New) The method of claim 17, further comprising discarding a selected number of cards, replacing the discarded cards and determining the winner of the game based on the player with the highest ranking hand.

21. (New) The method of claim 15, wherein said card game is five card poker.

22. (New) The method of claim 15, wherein said biasing comprises selecting as an initial single hand rank a first random number between 0 and the number of total possible hands and utilizing said initial single hand rank with a deviation multiplier to determine a range of possible hand rankings for each of the players in the card game, each player being assigned a hand rank within the range of possible hand rankings, randomly selecting a base number from the range of possible hand rankings and assigning a hand rank to each of the players in the game, where the hand rank is determined using the base number.

23. (New) The method of claim 22, wherein said range minimum and maximum for an individual player are determined by a formula $\pm(10 \times \text{said player's deviation multiplier}) \times A$, wherein A is 1, 2 or 3.

24. (New) The method of claim 23, further comprising selecting a second random number for said player is selected from between 0 and $(10 \times \text{said player's deviation multiplier}) \times A$ and the random number chosen is added to the initial single hand rank to establish a base number for said player.

25. (New) The method of claim 24, wherein the hand rank of each of the players is determined by subtracting (10 x deviation multiplier) from the player's base number.